

since even the most novel activities eventually become routine or stale, it is obviously impossible for all one's hours to be animated with *sanug*. From a total time perspective, many of the villagers' activities are of course either "sanug-fully" fallow or "sanug-fully" short-lived. To a large extent, this paradox is resolved *subjectively* by the short-term time perspective of the villagers. This is the second major point to be noted about *sanug*, that is, *sanug* reflects a more generalized tendency on the part of the villagers to concern themselves with activities that require only brief time commitments or whose effects are immediately forthcoming. Bang Chaners are not an impatient people in an active, negative sense, but they do have difficulty in attending to tasks that demand from them a sense of compulsiveness or staying power. They will often drop demanding tasks right in the middle once they have recognized that the work is taking longer than originally expected. What is striking is that they will do this with apparently no sense of frustration over not having fulfilled their aims and with no regret over having wasted their time. It is as if their original purposes had simply become irrelevant, and they had gone on to other things. This is precisely the attitude, for example, surrounding the construction of the unusable road referred to earlier leading from the Minburi Highway to the Bang Chan school. After devoting considerable labor to building the high mound that would form the foundation of the road, villagers lost interest when they were unable to obtain funds for its surfacing. Since no one was ever interested in maintaining it, the road now lies in the middle of a rice field, rutted and pitted; much of the foundation has sunk back to the level of the adjacent fields. However, no villager has ever considered the road a fiasco or "folly"; it was just something done in the past and has since been forgotten. The road project might be revived in the future, but from the villagers' point of view that too is irrelevant. The point is that *sanug*, with its emphasis on novelty and diversion, is expressive of this same underlying time orientation. In the villagers' way of thinking, an activity is really worth doing unless it has the potentiality for fun.

Another expression of the villagers' concern with play, related in some respects to what will be discussed in the next section, is their preoccupation with humorous *topics* of conversation. For the most part, they enjoy hearing and telling stories with a "banana peel" twist: of a husband who is caught by his wife sleeping with another woman; of an individual who, through his failure to take heed, is cheated out of his money. Such stories of course always concern other people, not those immediately present. Too, stories that combine whimsy and the supernatural—for example, of a "super-dog" that can find buried treasure or foretell the future—elicit laughter, although often with a tinge of apprehension that the stories may be true. However, what is most impressive about these and similar stories is the amount of time given to them.